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Judul karya ilmiah (artikel) : Digital Education Game for TK-A Level Students
Using Multimedia Development Life Cycle Method

Jumlah Penulis : 4 penulis

Status Pengusul : Ivan Benawan, **Dinar Mutiara Kusumo Nugraheni**, Beta Noranita, Guruh Aryotejo

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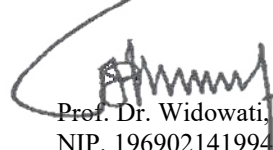
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Universitas Diponegoro
Jabatan Fungsional : Guru Besar

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Digital Education Game for TK-A Level Students Using Multimedia Development Life Cycle Method

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Guruh Aryotejo
Universitas Diponegoro
 <https://doi.org/10.29407/intensif.v7i1.18671>

Abstract views: **183** , PDF downloads: **186**

Keywords: Educational Games, Multimedia Development Life Cycle, Usability Testing

ABSTRACT

COVID-19 pandemic has changed human life. One of the impacted sectors is education. Ministry of Education urges students to implement distance learning. No exception with early childhood education or Pendidikan Anak Usia Dini (PAUD). Although distance learning has been widely implemented, PAUD sector has the lowest online learning implementation in Indonesia with 13.2% of total 98.4% of PAUD students implementing distance learning, whereas early age is considered capable of gaining an understanding of digital technology and equipment. One possible step in conducting digital learning in PAUD is through a digital educational game, because game is an important element in PAUD. In this study, a digital educational game was developed for TK-A level students using Scratch 3 with multimedia development life cycle method. After development, the game goes through two stages of testing. Alpha testing in



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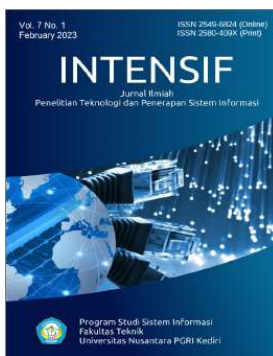
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

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Comparing Data Mining Classification for Online Fraud Victim Profile in Indonesia

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Nur Makkie Perdana Kusuma

Universitas Ahmad Dahlan

 <https://doi.org/10.29407/intensif.v7i1.18283>

 Abstract views: **287**,  PDF downloads: **367**

Keywords: Data Mining, Online Fraud Victims' Profile, Naïve Bayes, Random Forest



ABSTRACT

Classification is one of the most often employed data mining techniques. It focuses on developing a classification model or function, also known as a classifier, and predicting the class of objects whose class label is unknown. Categorizing applications include pattern recognition, medical diagnosis, identifying weaknesses in organizational systems, and classifying changes in the financial markets. The objectives of this study are to develop a profile of a victim of online fraud and to contrast the approaches frequently used in data mining for classification based on Accuracy, Classification Error, Precision, and Recall. The survey was conducted using Google Forms, which is an online platform. Naive Bayes, Decision Tree, and Random Forest algorithms are popular models for classification in data mining. Based on the sociodemographics of Indonesia's online crime victims, these models are used to classify and predict. The result shows that Naïve Bayes and Decision Tree are slightly superior to the Random Forest Model. Naive

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Implementation of The Certainty Factor Method in The Expert System For Early Diagnosis of Dyslexia in Childhood

Ahmad Siroj Ashidiqi

Universitas Muhammadiyah Ponorogo

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Universitas Muhammadiyah Ponorogo

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Universitas Muhammadiyah Ponorogo

 <https://doi.org/10.29407/intensif.v7i1.18433>

 Abstract views: **208** ,  PDF downloads: **183**

Keywords: Dyslexia, Expert System, Certainty Factor, Disorders in Children

ABSTRACT

Dyslexia is a condition in which a person has difficulty (especially) in areas related to learning abilities such as reading, writing, and arithmetic or matters relating to numbers. This condition is not the skills expected of people with chronological age and normal intelligence abilities or IQ (quality of intelligence). This condition is sometimes not realized by parents and only consider their child slightly delayed, even though it is under standard (minimum) abilities at his age. Therefore, a platform using an expert system with the Certainty Factor method was created to help parents detect early whether their child has dyslexia or not and find out what type of dyslexia the child is experiencing. The types of dyslexia that will be included in this study include surface dyslexia, phonological dyslexia, rapid naming deficit, dysgraphia, and dyscalculia. The white box results found that the system was in line with expectations because it had a low level of risk.



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Analysis of E-Government Health Application Features Acceptance on Partner Applications During COVID-19

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Keywords: Public Acceptance, E-Government Health Application, UTAUT2, SEM-PLS

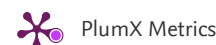
ABSTRACT

This study analyzes the factors that influence public acceptance of E-Government Health Application feature on partner applications. The current phenomenon in the health sector is the emergence of COVID-19 which has a very fast rate of human-to-human spread. To handle these cases, the government evaluates and looks for new innovations by cooperating with new partners and making E-Government Health Application feature accessible through partner applications to make it easier for the public. The successful use of the system is influenced by the acceptance and use of the individual who uses it. The research model used in this study is a modified UTAUT2 model with a total sample of 250 respondents. Model testing is done by statistical analysis



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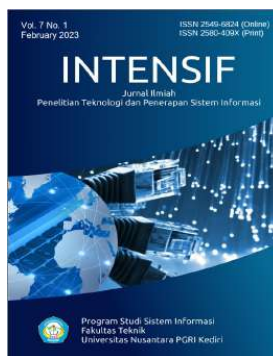
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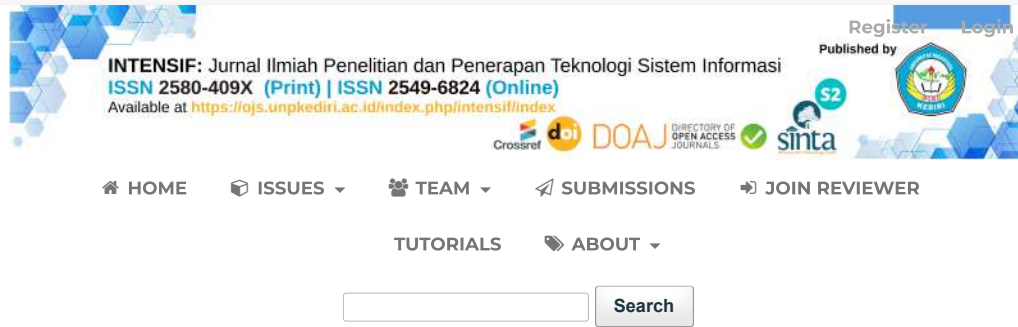
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